FCI

Not Just Kid Stuff

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for play on the
Nintendo
ENTERTAINMENT
SYSTEM®

Printed in Japan

OFFICIAL
Advanced
Dungeons & Dragons®
VIDEO GAME

DRAGONSTRIKE

NES-DS-USA

FCI®

Thank you for purchasing our game, DragonStrike. For greater enjoyment, please read this instruction manual before you start.

Warning

1. Make sure to disconnect the AC adapter from the outlet after playing the game.
2. Do not get too close to the screen while you play the game.
3. For your safety, take a 10 to 15 minute break every two hours.
4. This is a high precision game. It should not be played or stored in places that are very hot or cold. Do not hit or drop it. Never disassemble it.
5. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
6. Do not clean with benzene, paint thinner, alcohol or other such solvents.

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8am-7pm Central Standard Time

WARNING:
Do not use with front or rear projection TV

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY:
Read Before Using Your NES/Super NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

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DragonStrike Story

It was dawn in the high mountains of Sancrisf Isle, but there would be no sun today. An oily blanket of clouds covered the sky as far as the eye could see. Storm winds gusted against the three figures standing there.

The weather chilled the new knight through his armor. As he carefully checked his armor, he looked up and watched his lord a moment. "Tonight we will toast our victories," said the youth, smiling as he saddled the 30 meter dragon.

The campaign went poorly. The Knights fought a losing battle and were pushed further and further back by the

continued

deadly forces of the dragonarmies. Malevolent draconians and dragons invaded the lands of Ansalon. There was little strength left to stand against the terrible powers. The good dragons and their riders were the only hope for the people.

"You are a brave dragon. Take care of this one. Do you hear?" The Lord tapped the dragon on the head and stepped away slowly.

"Do not fear for me, Lord," the youth said firmly. The dragon leapt into the air, and stretched his great wings.

Getting Started

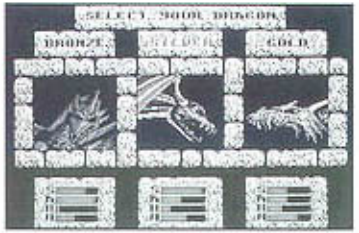
DragonStrike is a shooting game. Your mission is to free the Ansalon continent from the vile power by guiding one of the powerful good dragons. Nearly all of Ansalon is now conquered by the terrible dragonarmies. Cunning strategies and brilliant tactics are required. Whether or not you make it to the final battle at Neraka, so that the forces of good will triumph, all depends on your skill.

How to start the game

To start the game, insert the game pak in your NES and turn on the power switch. Press the A button when the DragonStrike title screen appears. The AD&D® (ADVANCED DUNGEONS & DRAGONS®) credit screen follows. Press the A button and the player selection screen will appear. Choose a 2 player game using the control pad to play with a friend; otherwise, choose a 1 player game and press the A button.

After you have completed a mission, a password will be displayed. If you want to continue from this screen, input the password (See page 16).

Choose a dragon



After the player selection screen, three dragons will be displayed. Refer to the following descriptions, and select one dragon using the control pad, then press the A button.

Bronze dragon

His body color is bronze. Normally, he lives near large bodies of water. He has breath weapons of lightning that run straight and repulsion gas that weakens the fighting spirit of enemies.

S (Speed):	Fast
A (Armor Class):	Excellent
B (Breath Weapons):	Poor
H (Health):	Fair
A button:	Lightning
B button:	Repulsion Gas

Silver dragon

He is a silver dragon, most loved by humanity and mentioned in many tales and legends. His breath weapons are paralyzing gas and the cone of cold.

S (Speed):	Very fast
A (Armor Class):	Good
B (Breath Weapons):	Good
H (Health):	Good
A button:	Cone of Cold
B button:	Paralyzing Gas

Gold dragon

He is a very brave golden dragon and lives in the high mountains. His powerful breath weapons are cone of fire and chlorine gas.

S (Speed):	Slow
A (Armor Class):	Poor
B (Breath Weapons):	Excellent
H (Health):	Excellent
A button:	Cone of Fire
B Button:	Chlorine Gas

Game Level

After selecting a dragon, choose the game level. The following three levels are available depending on the starting condition.

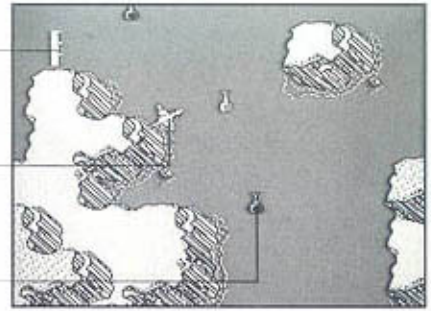
Easy	Starts with full health for the dragon on the first mission.
Medium	Starts with half health for the dragon on the second mission.
Hard	Starts with the health at one third for the dragon on the third mission.

- Once you have selected a level, the screen shows a map of Ansalon.
- The flashing dots indicate the area where the game is played.
- Press the A button and the mission description and password will be displayed.
- Press the A button to start the game.

Operations

To complete a given mission, the player enters enemy territory guiding a dragon. The screen shows a proportional bar graph that indicates the health of your dragon in the upper left corner. Each attack you receive decreases your dragon's health points and when it reaches zero, your dragon falls and expires.

Explanation of the movement screen

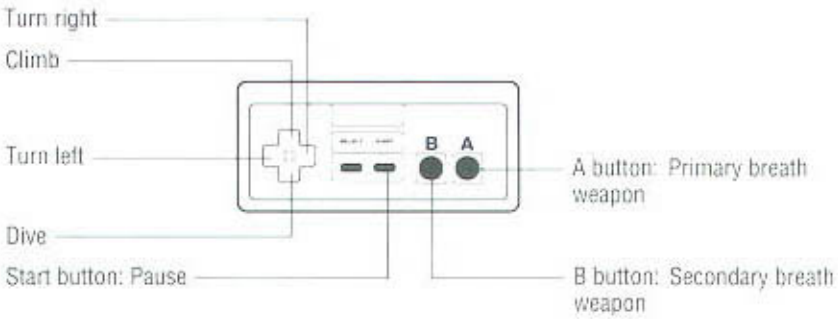


Health points:
When they reach zero, the dragon falls and perishes.

Dragon:
Control your dragon with the control pad and the A or B button.

Obstacles:
Depending on the type of obstacle, your dragon may be damaged when he collides with these.

Control Pad

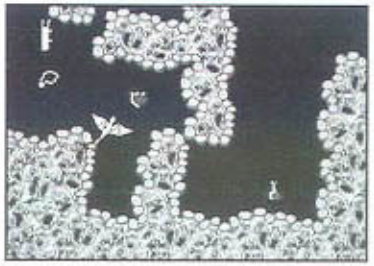


Accomplishing a mission and clearing the area

When enemy forces find you, they will attack you and your dragon furiously. You have to stay alert when you fly; dive or climb when necessary; and destroy your opponents with breath weapons. Since your objective is to accomplish your given mission, you don't have to defeat all the enemies on the screen. When the mission is accomplished, music will play. Go to the top of the screen; the next screen will appear.

Beware of obstacles

There are plenty of obstacles such as trees, walls, and buildings. When your dragon is flying near the ground, bumps into an obstacle and gets damaged, the dragon will automatically climb up to a high altitude. There are both high and low obstacles which may damage your dragon, so you should always be careful when you fly.



Keep checking your dragon's health

However powerful your dragon is, the power of his breath weapons decreases as he loses his health points. This affects his breath weapons in the following ways:

- 100% when health is 2/3 to full
- 70% when health is between 2/3 and 1/3
- 30% when health is less than 1/3

There are power-ups which can restore your dragon's health points.

Items

When you destroy an enemy dragon or their army base, sometimes an item appears on the screen. Move your dragon over to the item and collect it. There are two types of items. One permanently increases your dragon's ability. The other temporarily gives your dragon a special ability. If you fail to collect an item, it will disappear.

Items which increase your abilities

Wing
Increases the dragon's speed

Blue Potion
Increases speed of dragon dramatically

Shield
Increases the dragon's armor

Blue Heart
Increases the dragon's health a little

Red Potion
Increases the dragon's health more than the blue potion

Red Heart
Gives the dragon full health

Special items

Diamond
Increases the breath power of the dragon until he is hit again

Arrow
Protects the dragon from missile weapons while flashing yellow

Crystal Ball
Protects the dragon while flashing blue

Amulet
Protects the dragon from breath weapons while flashing red

White Potion
Protects the dragon from all types of weapons while flashing white

Game Over

When a player's dragon is defeated, the game automatically ends. You can continue the game, or input a password to start from a different position.

How to Input the Password

Use the control pad to select a letter from the table and press the A button. Use the B button to the "(arrow)" marks for correction. When you are finished, select "END" and press the A button. If an invalid password is entered, you will have to start over. Be sure to note the password of each screen.

Explanation of the "Game Over" Screen

Player One
Continue
Password
Quit

Continue
You can start the same game you have just finished.
The dragon's health returns to the level you initially selected.

Password
Input the appropriate password, then you can start a new game from any place you have finished.

Quit
Returns to the title screen.
Use it when you want to quit the game or restart.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio-TV Interference Problems."
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Stock No. 004-000-00345-4.

90-Day Limited Warranty FCI Game Paks

90-Day Limited Warranty:

Fujisankei Communications International, Inc. (FCI) warrants to the original consumer purchaser that this FCI Game Cartridge shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, FCI will repair or replace the cartridge, at its option, free of charge. Replacement of the cartridge, free of charge, to the original purchaser (except for the cost of returning the game cartridge) is the full extent of our liability.

To receive this warranty service return the defective cartridge along with a dated proof of purchase and your name and address to an authorized FCI dealer or directly to FCI:

Fujisankei Communications International, Inc.
150 East 52 Street, New York, N.Y. 10022
Attention: Returns Department
(212) 753-8100

This warranty shall not apply if the cartridge has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other unrelated causes to defective materials or workmanship.

Warranty Limitations:

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If you enjoyed DragonStrike, try these other exciting games from FCI!

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AD&D® Heroes of the Lance
AD&D® Hillsfar
Ultima® Quest of the Avatar™
Ultima® Warriors of Destiny™
The Bard's Tale

For Game Boy™

Boxxle II
Ultima® Runes of Virtue™
Out of Gas

Look for Ultima® The False Prophet for SNES™ coming soon!

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